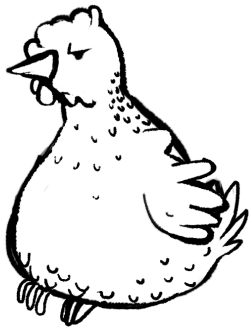
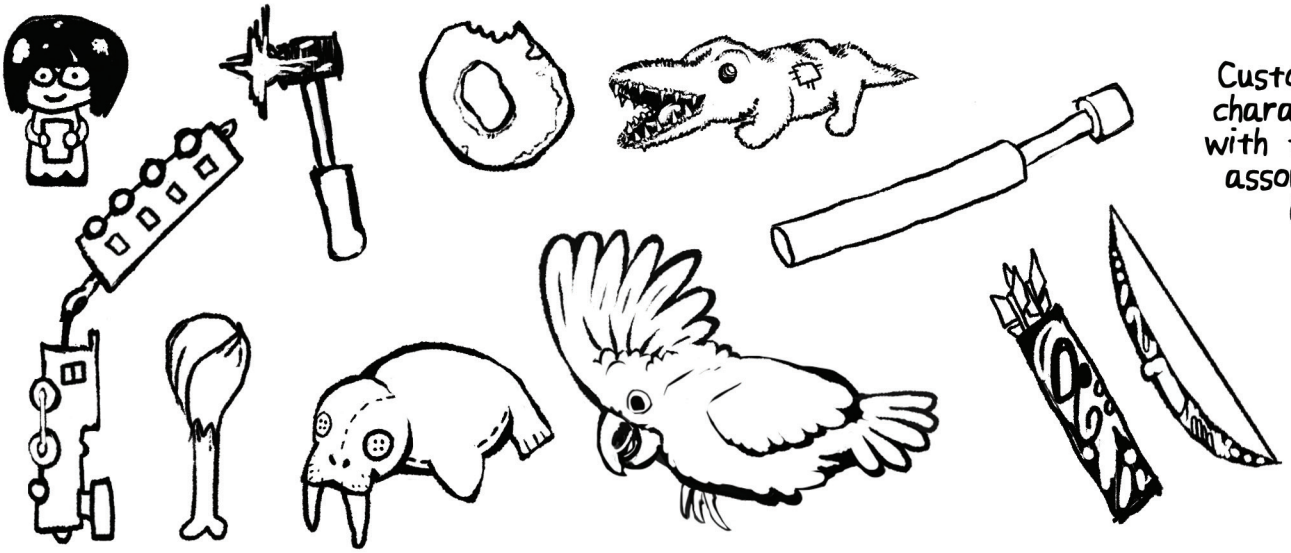
Select one:



## Decision Card

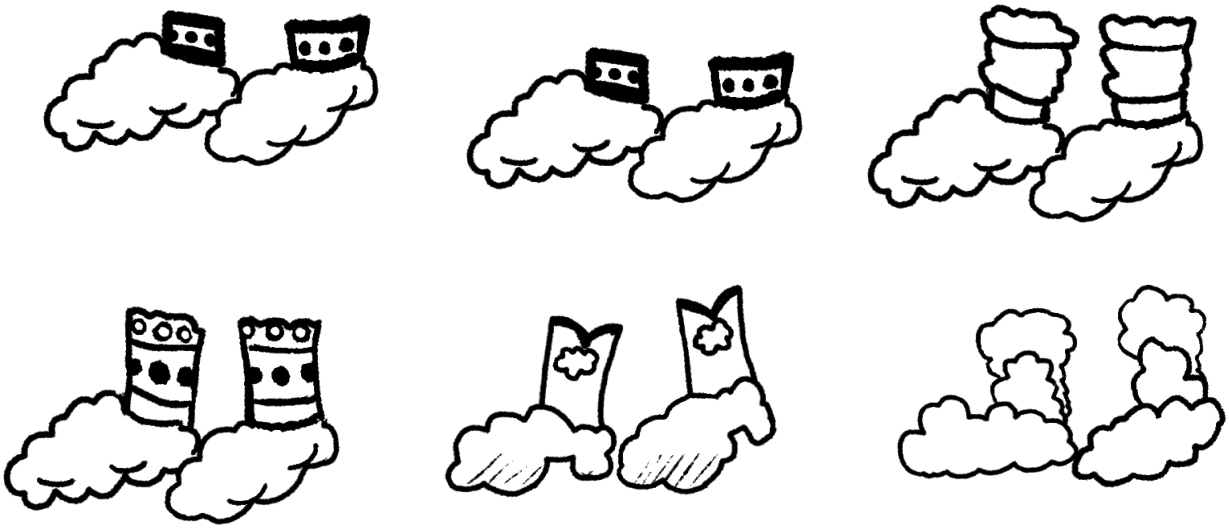
| | | | | |
|---|---|---|---|---|
| **A1** Gave him money | **A2** Didn't give him money | **A3** Bought him food | **A4** You all obeyed the sign | **A5** Some didn't obey the sign |
| **B1** PANIC! | **B2** Secret | **B3** DON'T PANIC! | **B4** You're sorry. | **B5** You aren't sorry. |

HOW TO MAKE A STRENGTH/ SMARTS/SANITY ROLL:
Roll two dice and compare the number to whatever stat you're rolling for. If the rolled number is equal or lower, the roll is a success. If the rolled number is higher, the roll is a failure.

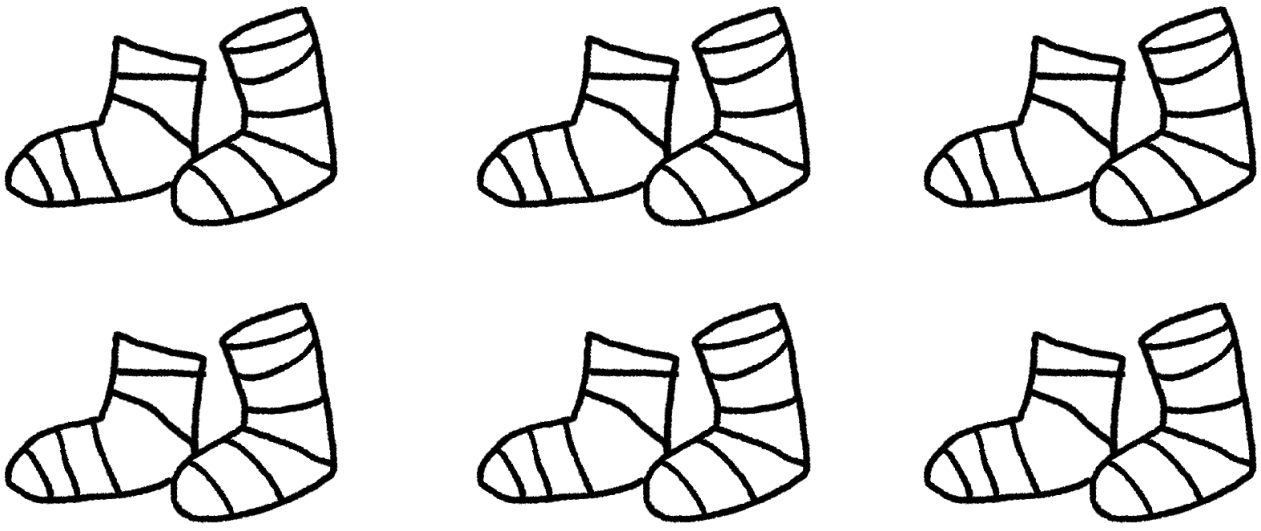


Customize your character's look with this random assortment of items!

DECORATE AS NEEDED



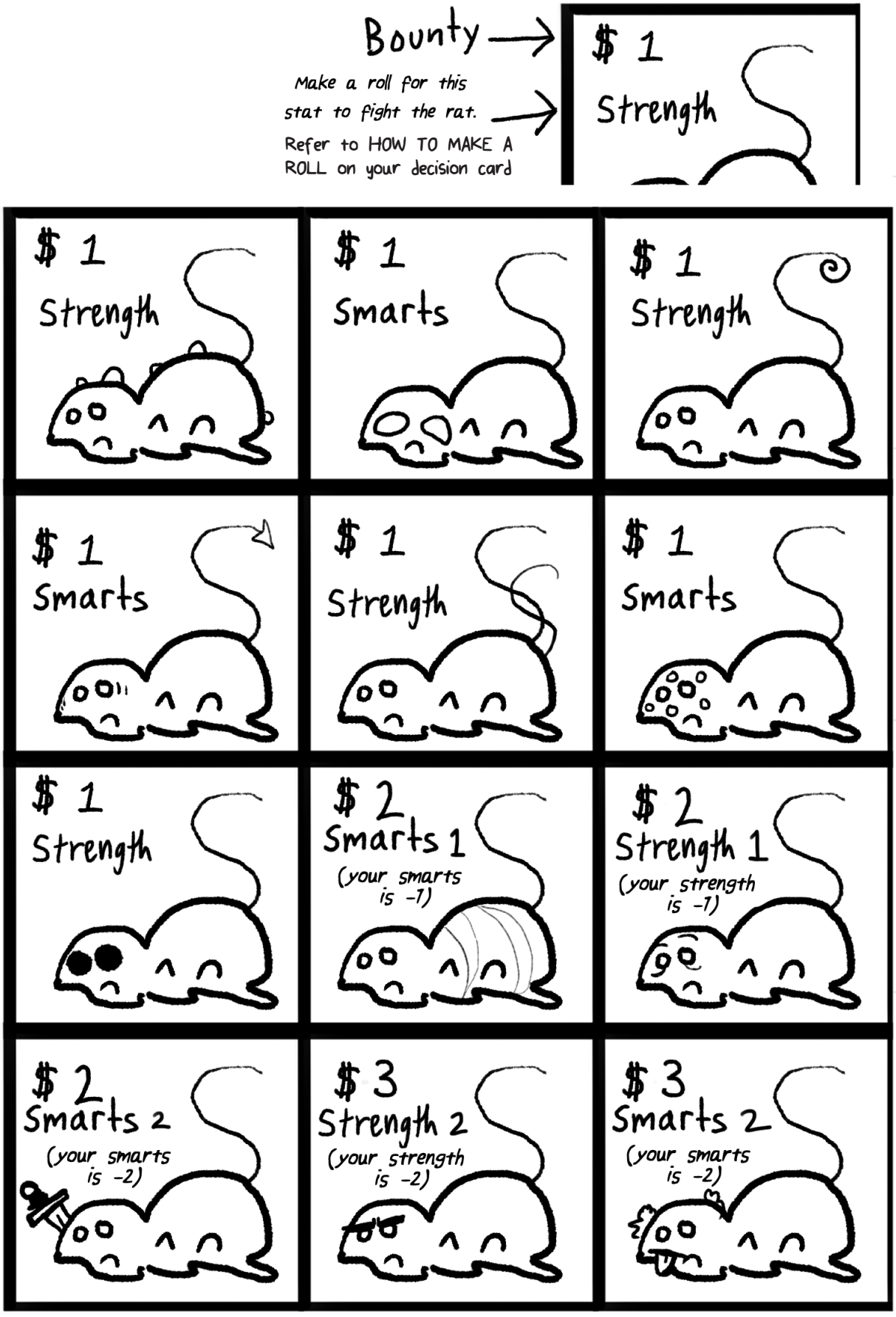
leg casts



Bounty →

Make a roll for this stat to fight the rat. →

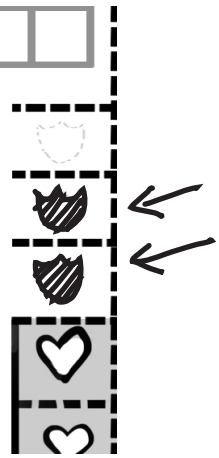
Refer to HOW TO MAKE A ROLL on your decision card



# THE MARKET

You come to the marketplace, and there's a lot of armor to buy! Select and pay for what you want.

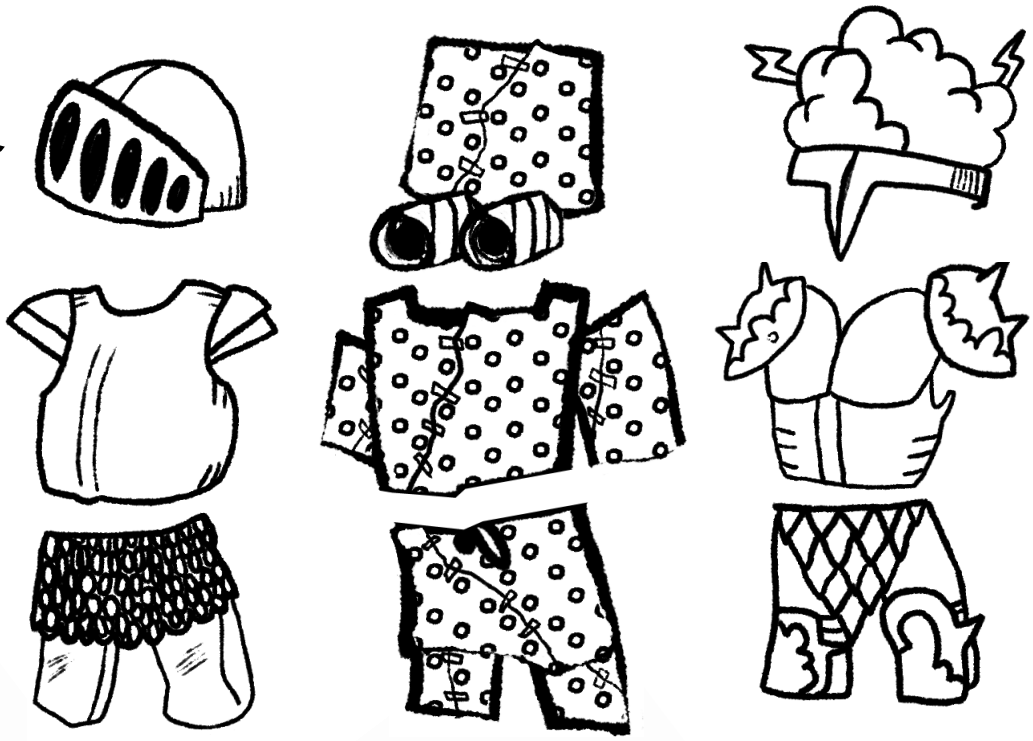
Each piece of armor provides 1 or 2 points of protection. Fill in the matching number of armor tabs on your character card, and cut the dotted lines on the tabs. They count as 1 extra health each.



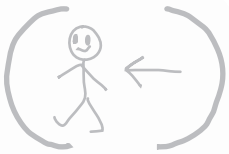
Helmets: 2 gold. +1 +1 stat of choice.

Chest plates: 2 gold. +2

Leggings: 2 gold. +2



Giant hamster ball.
1 gold. −2 sanity, +3



When you select and pay for a weapon, add to your stats, writing the new total in the next open box. You may carry as many weapons as you want, but you must find a way to glue/tape them to your card.

BOXING GLOVE (1 GOLD)
+ 3 STRENGTH
-2 HEALTH

POISON SPITTING FLOWER (1 GOLD)
+ 1 SANITY

POISON SPITTING FLOWER (1 GOLD)
+ 1 SANITY

SQUID (2 GOLD)
+2 SANITY

SQUID (2 GOLD)
+2 SANITY

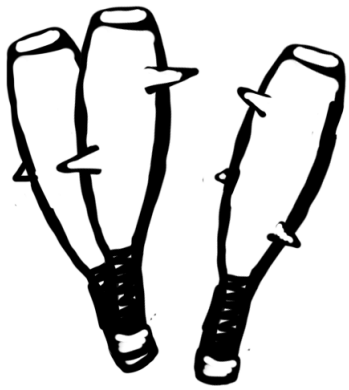
BOXING GLOVE (1 GOLD)
+ 3 STRENGTH
-2 HEALTH

CANDY APPLE MACE (2 GOLD)
+2 STRENGTH

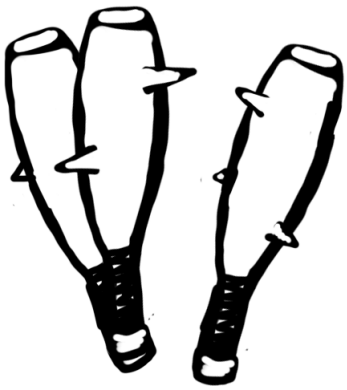
CANDY APPLE MACE (2 GOLD)
+2 STRENGTH

TRUMPET (1 GOLD)
+1 STRENGTH

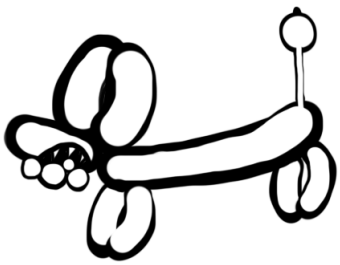
TRUMPET (1 GOLD)
+1 STRENGTH



JUGGLING PINS (1 GOLD)
+1 STRENGTH
+1 SANITY
-1 HEALTH

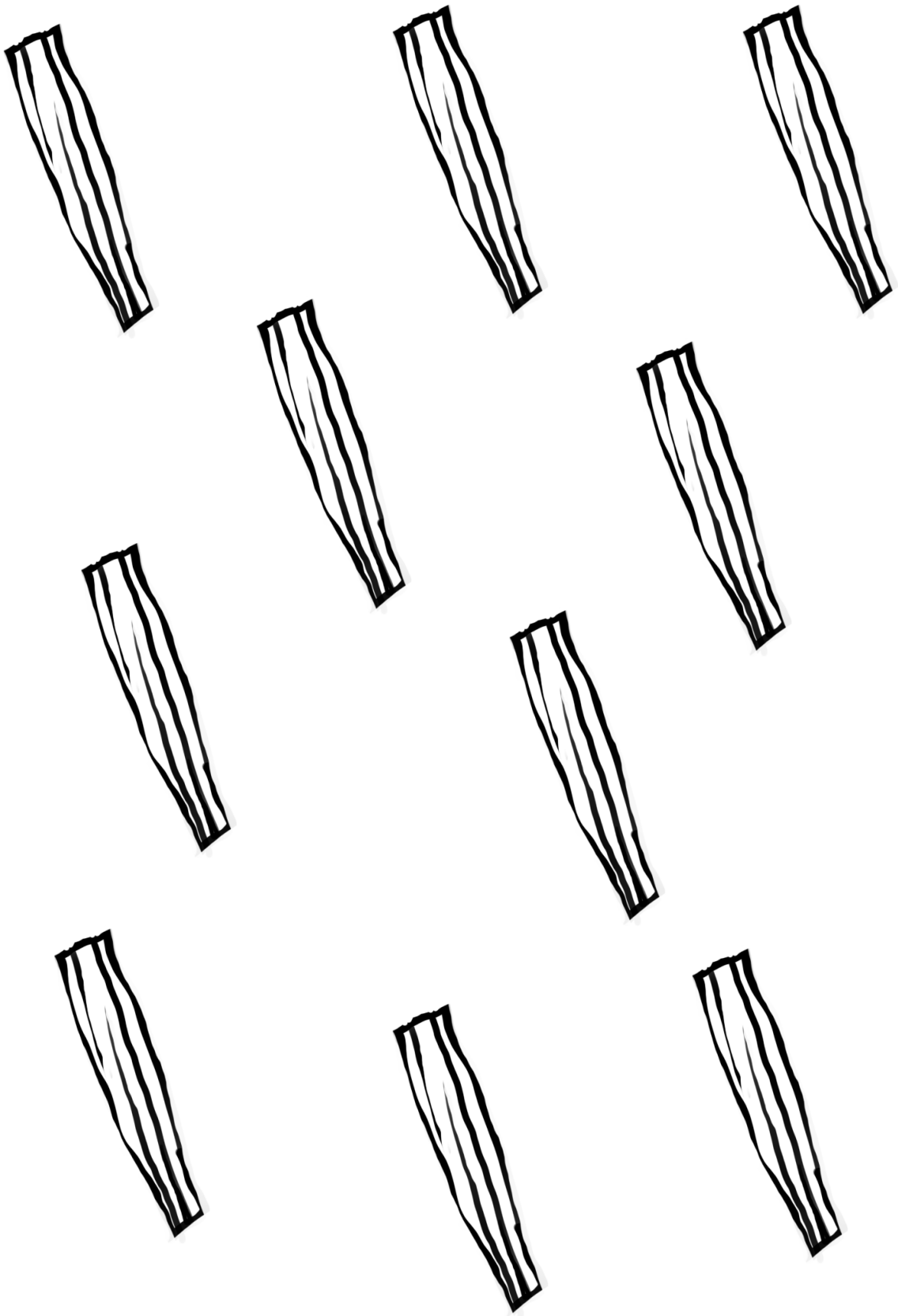


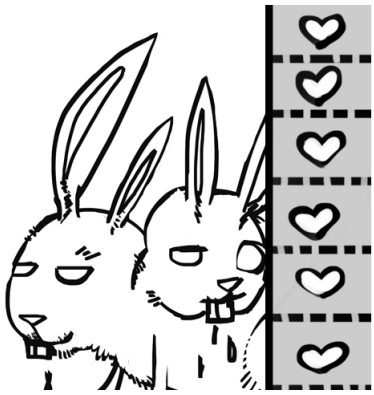
JUGGLING PINS (1 GOLD)
+1 STRENGTH
+1 SANITY
-1 HEALTH

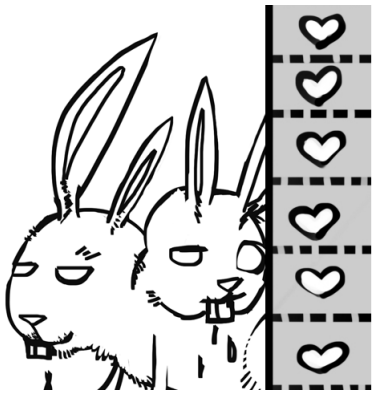


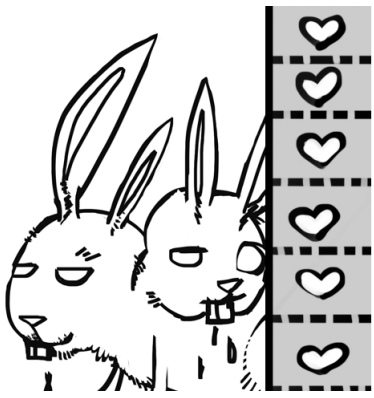
RABID BALLOON ANIMAL (1 GOLD)
EACH ENEMY YOU FIGHT IS DAMAGED 2 AT THE BEGINNING OF YOUR BATTLE.

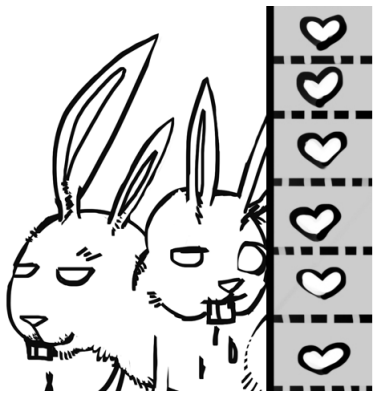
RABID BALLOON ANIMAL (1 GOLD)
EACH ENEMY YOU FIGHT IS DAMAGED 2 AT THE BEGINNING OF YOUR BATTLE.

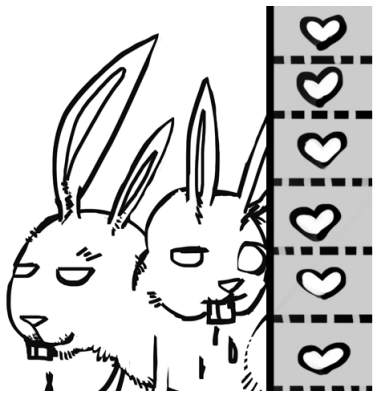


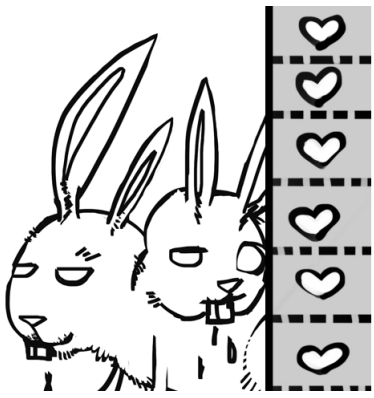


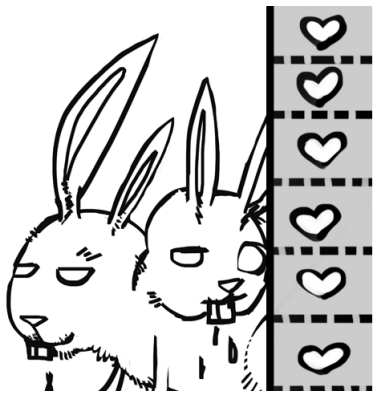


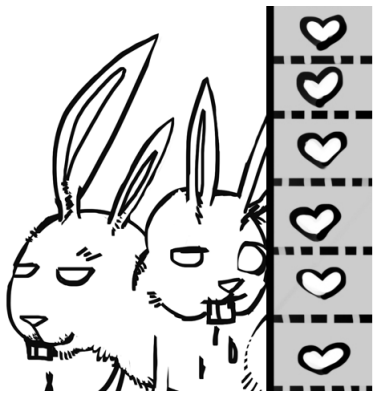




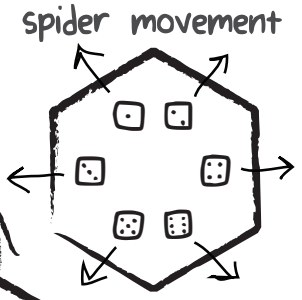


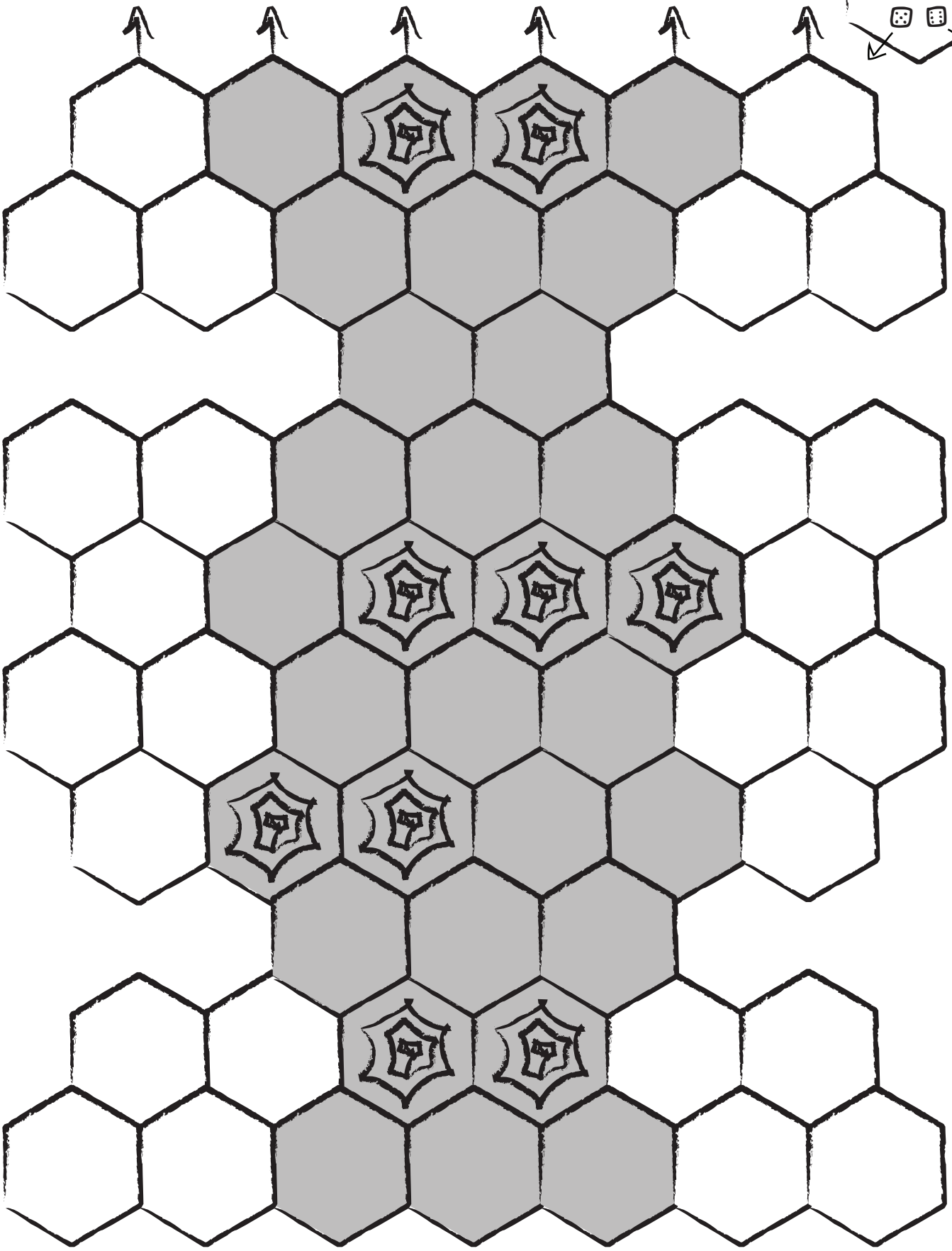


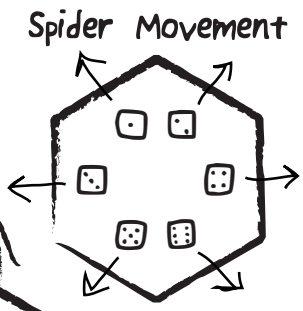


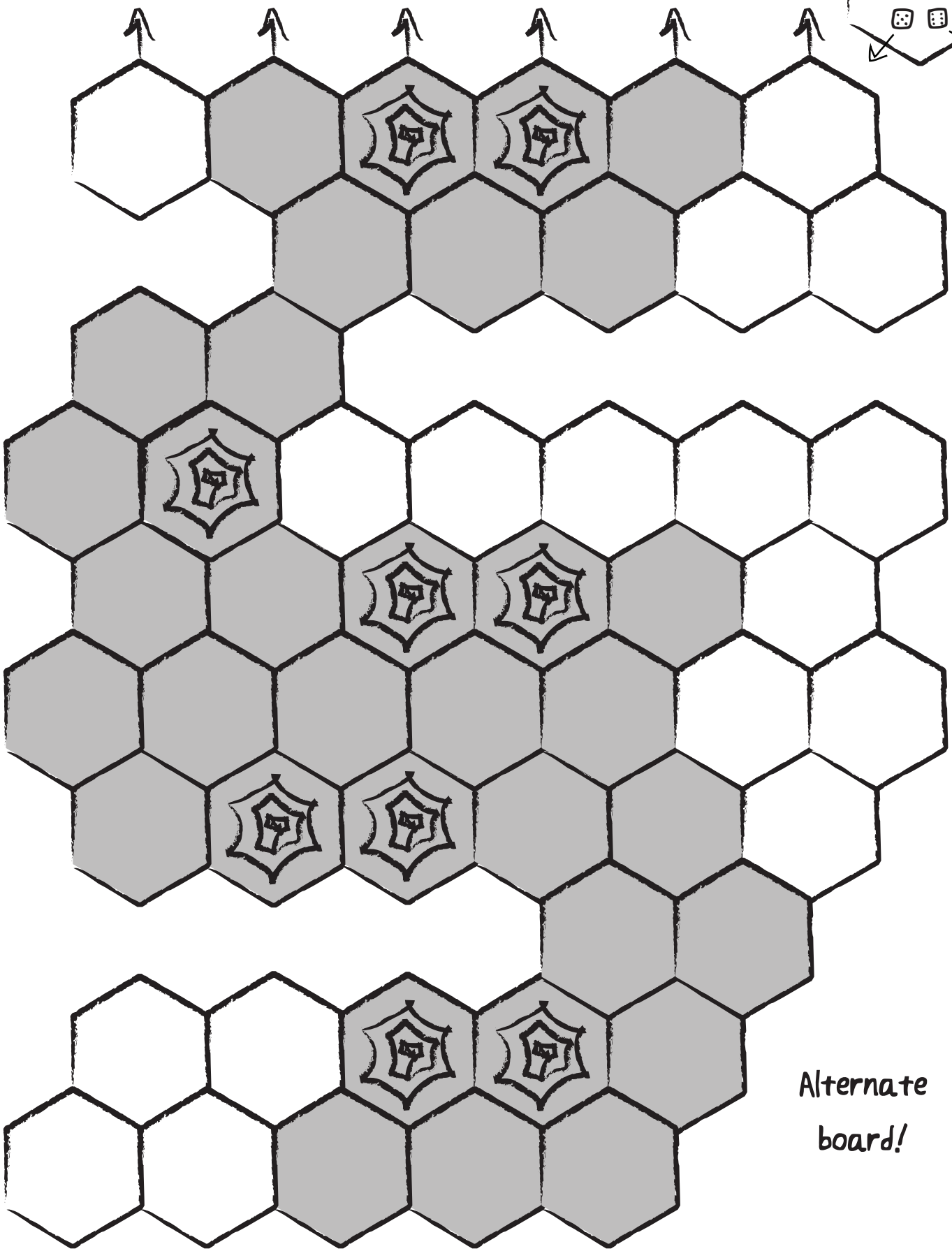


Select this board, or the one on the back of the page

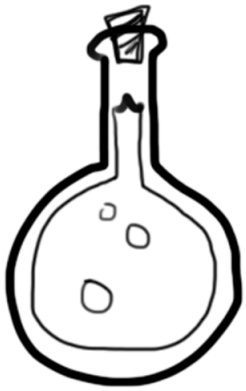




Alternate board!



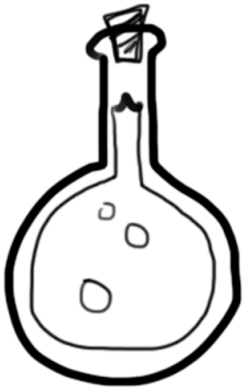
Swig 1

Swig 2

Swig 3

## Potion - 2 gold

Swig after any failed roll, one swig per roll. You may re-roll that failed roll. If it's a smarts/strength/sanity roll, re-roll one or both dice.



Swig 1

Swig 2

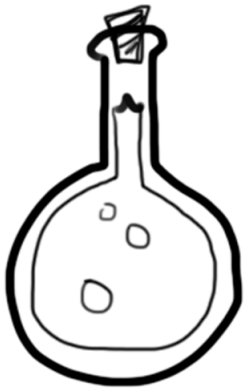
Swig 3

## Potion - 2 gold

Swig after any failed roll, one swig per roll. You may re-roll that failed roll. If it's a smarts/strength/sanity roll, re-roll one or both dice.

## Mask - 3 gold.

Probably not useful. And it's kind of ugly and splinterrific.



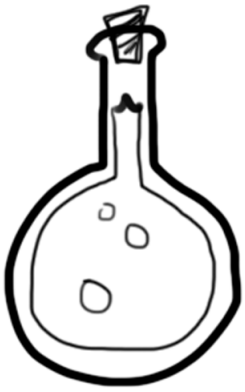
Swig 1

Swig 2

Swig 3

## Potion - 2 gold

Swig after any failed roll, one swig per roll. You may re-roll that failed roll. If it's a smarts/strength/sanity roll, re-roll one or both dice.



Swig 1

Swig 2

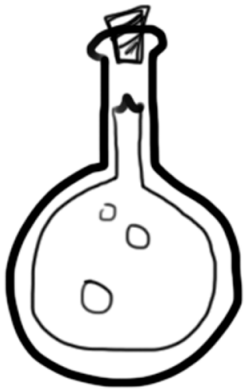
Swig 3

## Potion - 2 gold

Swig after any failed roll, one swig per roll. You may re-roll that failed roll. If it's a smarts/strength/sanity roll, re-roll one or both dice.

## Rope - 5 gold.

Could be useful.



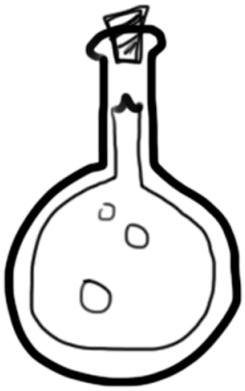
Swig 1

Swig 2

Swig 3

## Potion - 2 gold

Swig after any failed roll, one swig per roll. You may re-roll that failed roll. If it's a smarts/strength/sanity roll, re-roll one or both dice.



Swig 1

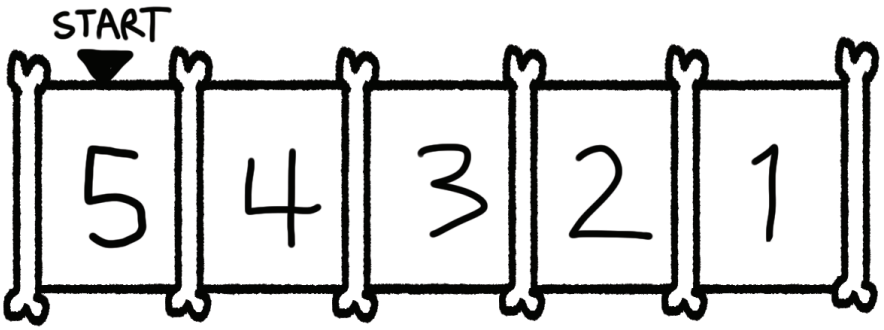
Swig 2

Swig 3

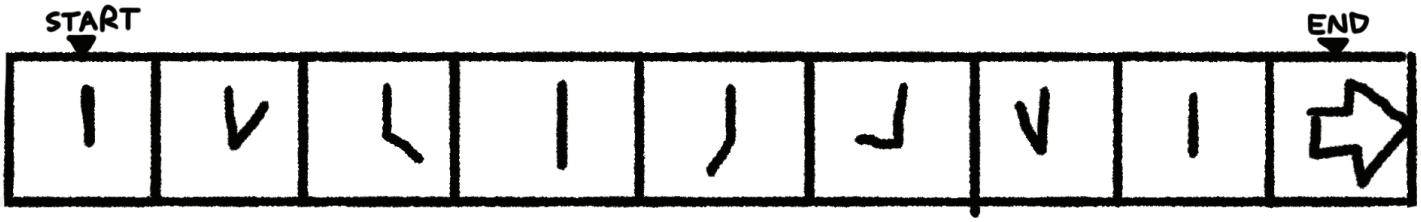
## Potion - 2 gold

Swig after any failed roll, one swig per roll. You may re-roll that failed roll. If it's a smarts/strength/sanity roll, re-roll one or both dice.

Nacho Hat - free! Wear nachos on your head. Because.




SKELETON METER




TIME METER

Cut out the skull, and give it to the adventurer with the lowest smarts.

Smarts

Crumple up the bottom third of this page. This is the skull which you will throw from person to person. IF A PLAYER DROPS THE SKULL their character is damaged one point. The longer the throws, the greater the glory.

Once the time meter cannot advance any more, you've successfully escaped the block of bones.

**When you have the skull:**

Do a smarts, strength, or sanity roll

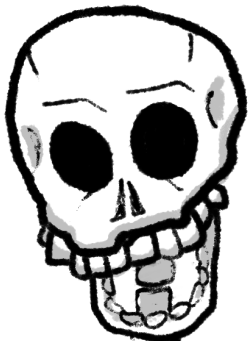
Any roll

**Success**

Pass the skull to a player of your choice. Advance the time meter. (cross off the left-most empty box)

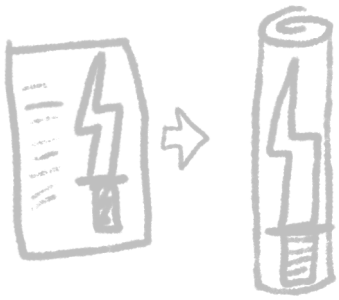
**failure**

Raise the skeleton meter 1 (cross off the left-most empty box) and roll a single die. If that number is higher than the skeleton meter, take one damage.

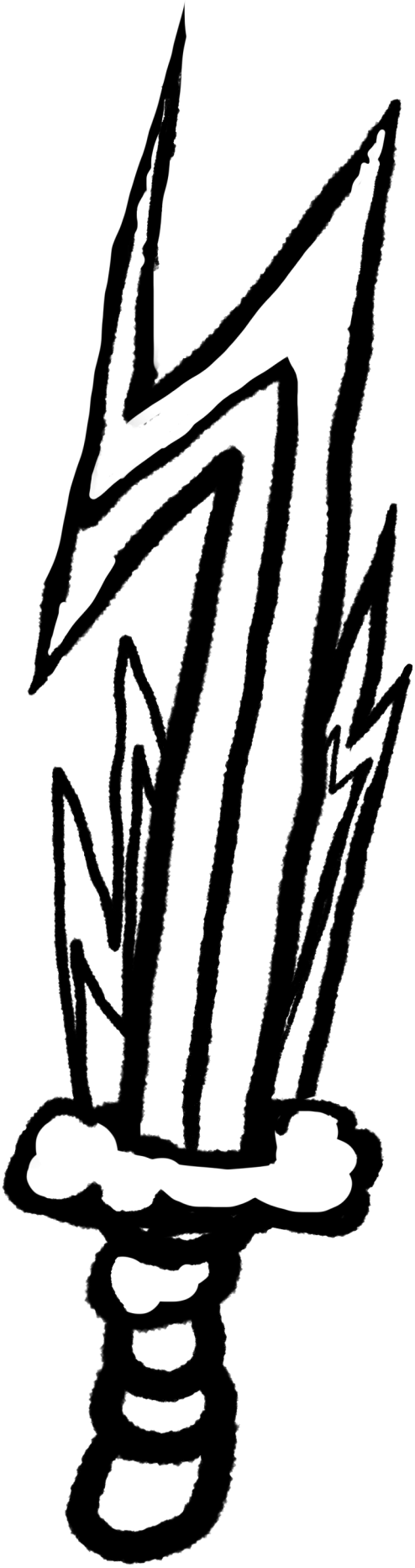


Skull (crumple up this section of the page to make the skull)

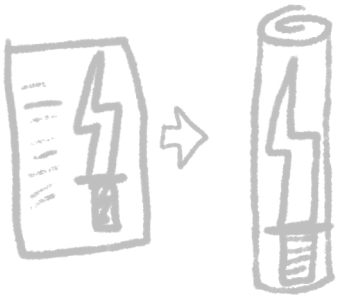
CONGRATS! You've found the LIGHTNING SWORD! Cut this entire page out of the book, roll it up, and tape it to make a sword. You'll need it.

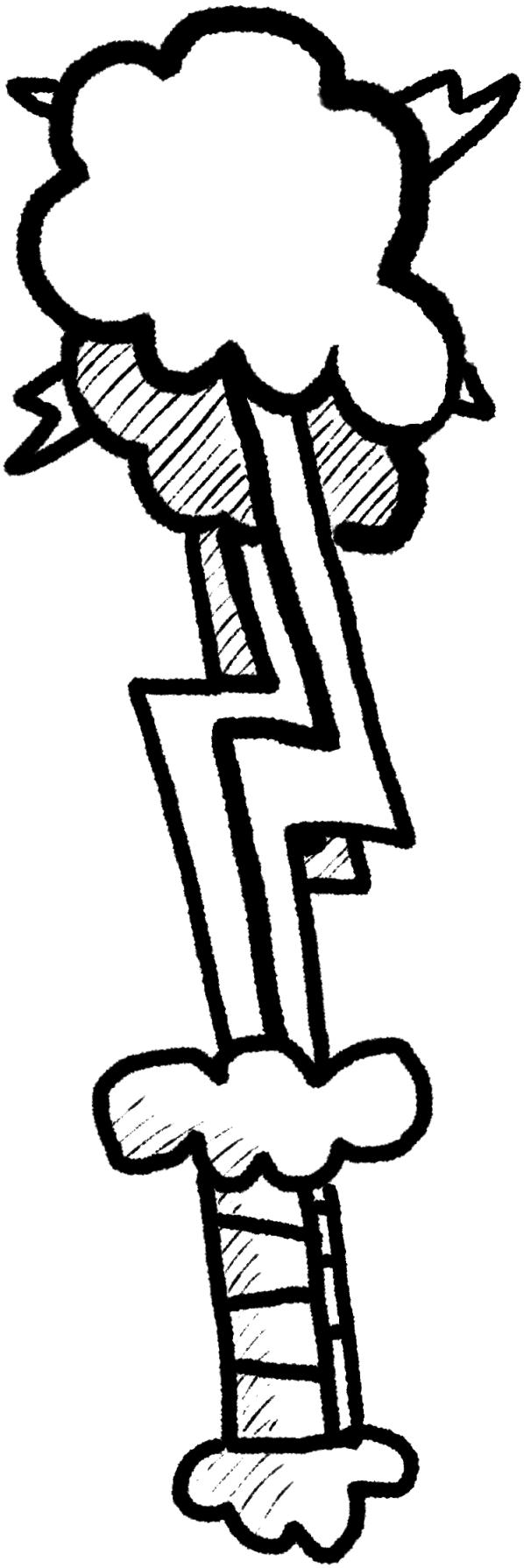


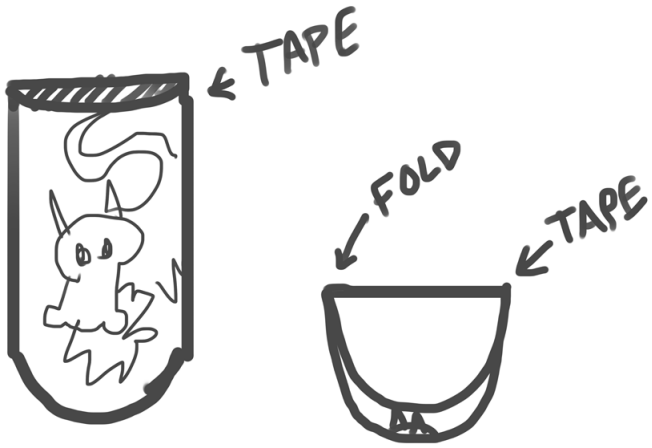
(You may choose either the lightning sword, or the cloud club on the other side of the page)



CONGRATS! You've found the CLOUD CLUB!
Cut this entire page out of the book, roll it up, and tape it to make a club. You'll need it.









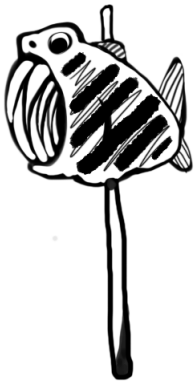

Tear/cut the page out of the book, fold at the dotted line, and tape the edges of the page together. Stand the dragon up on the table.

Five and six player games, add this health:

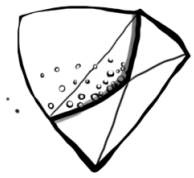
# Dragon Health

(Replace page 43 from The Cloud Dungeon, or any weapon shop)

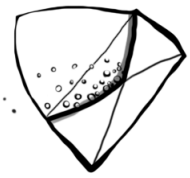
PIRANHA ON A STICK (1 GOLD)
+ 3 STRENGTH
+ 2 SANITY
-3 HEALTH



PIRANHA ON A STICK (1 GOLD)
+ 3 STRENGTH
+ 2 SANITY
-3 HEALTH



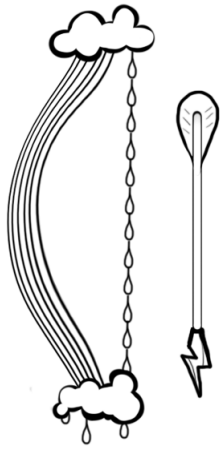
GLITTER BOMB
(1 GOLD)
EACH ENEMY YOU FIGHT IS DAMAGED 2 AT THE BEGINNING OF YOUR BATTLE.



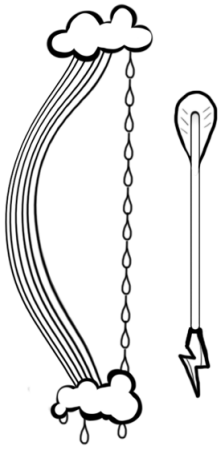
GLITTER BOMB
(1 GOLD)
EACH ENEMY YOU FIGHT IS DAMAGED 2 AT THE BEGINNING OF YOUR BATTLE.

SPORK (2 GOLD)
+2 STRENGTH

SPORK (2 GOLD)
+2 STRENGTH



RAIN BOW (2 GOLD)
+2 SANITY

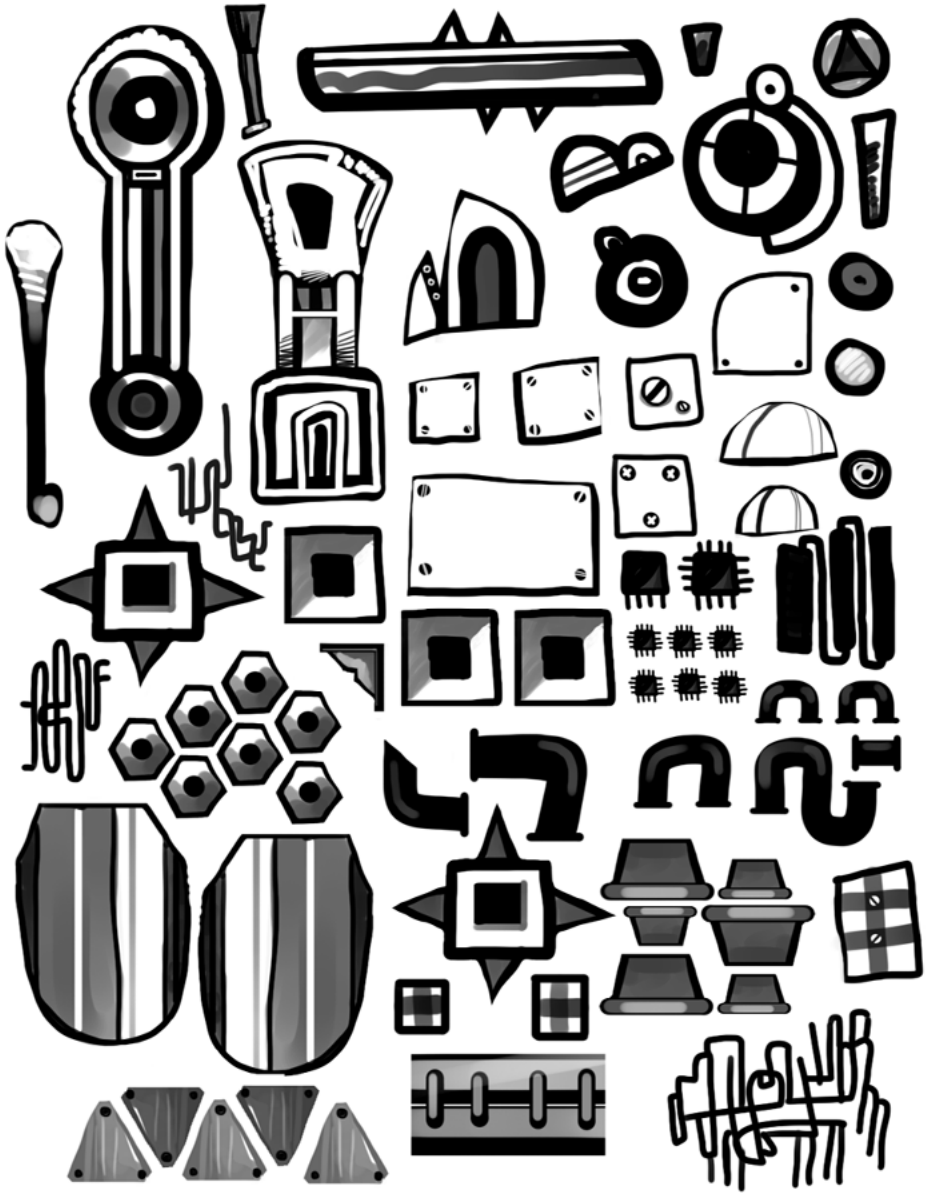


RAIN BOW (2 GOLD)
+2 SANITY

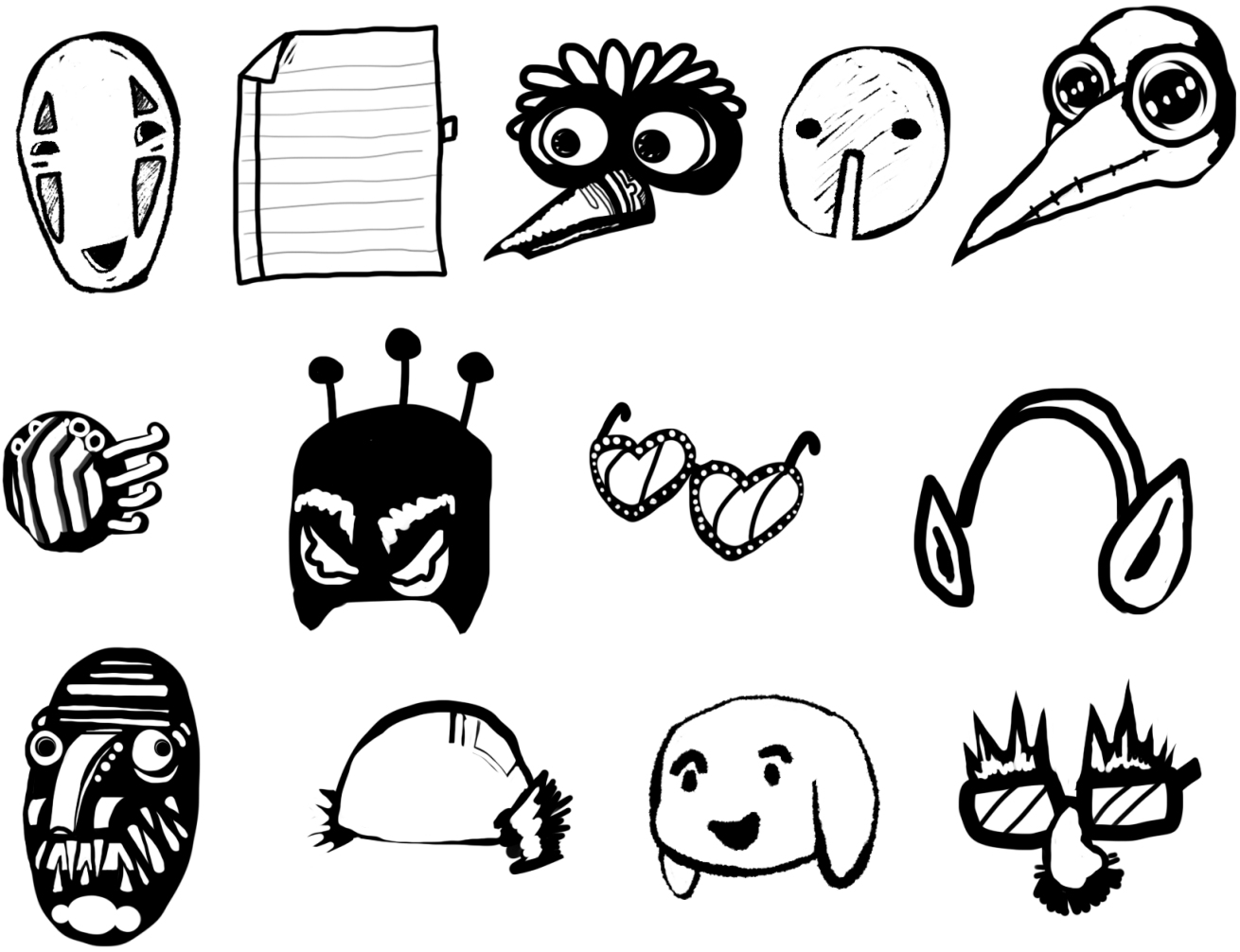
FLOPPY DISC SHURIKEN (1 GOLD)
+1 STRENGTH

FLOPPY DISC SHURIKEN (1 GOLD)
+1 STRENGTH

ROBOT PART SET (CHARACTER CUSTOMIZATION)



MONSTER PART SET (CHARACTER CUSTOMIZATION)



Mask set & facial hair set. For character customizing!